

REMARKS

The application has been reviewed in light of the Office Action dated December 30, 2003. Claims 1-16 are pending in this application, with claims 1, 5, 7, 11 and 13 being in independent form. Claims 1, 5, 7, 11 and 13 are amended hereby. It is submitted that no new matter has been added and no new issues have been raised by the present Amendment.

Applicant notes the Examiner's withdrawal of the Examiner's rejection under 35 U.S.C. § 112 of claim 4 in view of Applicant's amendment of that claim.

Claims 1-3, 5-9 and 11-15 were rejected under 35 U.S.C. § 102(a) as allegedly anticipated by U.S. Patent 6,456,288 to Brockway et al. Claims 4, 10 and 16 were rejected under 35 U.S.C. § 103(a) as allegedly obvious from Brockway et al. in view of U.S. Patent 6,304,271 to Nehme. Applicant has carefully considered the Examiner's comments and the cited art, and respectfully submits independent claims 1, 5, 7, 11 and 13 are patentably distinct from the cited art, for at least the following reasons.

Independent claim 1 relates to a method for simulating clip texturing, including providing a clip stack of a portion of a texture image, the clip stack having a plurality of levels, wherein each level of the clip stack includes data representing the portion of the texture image at a different resolution, and for at least one of the plurality of levels of the clip stack, generating a stack of images representing mipmap levels, wherein each stack of images includes data representing a plurality of correlated images of increasingly reduced resolution, and rendering a geometry formed of at least one graphic primitive, using one of the stacks of images generated. In other words, the method of the Application relates to simulating a clip map in a graphical language where a clip map may not ordinarily be built.

As understood by the Applicant, Brockway et al. relates to a method and apparatus for

building a real time graphic scene database having increased resolution and improved rendering speed. Brockway et al. describes building a clip map (column 4, line 63 - column 5, line 3). Column 11, lines 12 - 17 describe a clip stack as a multi-resolution data structure comprising the resolution sets necessary for rendering an image and containing a copy of imagery data at low resolution imagery and a copy at successively higher resolutions.

As described in the specification of the present application, a clip map has an obelisk shape and consists of a clip stack portion and a clip pyramid portion (mipmap) (pages 12 - 13). In certain graphic languages, the obelisk shape of a clip map may not be properly represented. Accordingly, in an embodiment of the present disclosure, the clip stack portion of the clip map may be represented by using a plurality of levels, wherein each level of the clip stack includes data representing the portion of the texture image at a different resolution, and the mipmap portion of the clip map may be represented by a stack of images, wherein each stack of images includes data representing a plurality of correlated images of increasingly reduced resolution.

As understood by the Applicant, Brockway et al. simply describes a method of building a clip map, similar to that described in the Description of the Related Art portion of the specification of the present disclosure. As described in the present disclosure, a clip map includes a clip stack portion and a clip pyramid portion. Accordingly, Applicant finds no teaching or suggestion of a method of simulating clip texturing, comprising providing a clip stack of a portion of a texture image, the clip stack having a plurality of levels, where each level of the clip stack includes data representing the portion of the texture image at a different resolution, and for at least one of the plurality of levels of the clip stack, generating a stack of images representing mipmap levels, where each stack of images includes data representing a plurality of correlated images of increasingly reduced resolution, and rendering a geometry

formed of at least one graphic primitive, using one of the stacks of images generated, as recited in independent claim 1 as amended hereby.

Accordingly, Applicant submits independent claim 1, as amended hereby, is patentably distinct from the cited art. Independent claims 5, 7, 11 and 13, as amended hereby, and dependent claims 2-4, 6-10, 12 and 14-16 are believed to be patentably distinct from the cited art, for at least similar reasons.

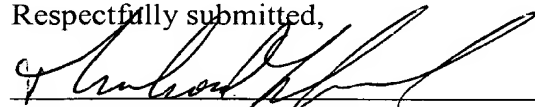
The Office is hereby authorized to charge any additional fees that may be required in connection with this amendment and to credit any overpayment to our Deposit Account No. 03-3125.

If a petition for an extension of time is required to make this response timely, this paper should be considered to be such a petition, and the Commissioner is authorized to charge the requisite fees to our Deposit Account No. 03-3125.

If a telephone interview could advance the prosecution of this application, the Examiner is respectfully requested to call the undersigned attorney.

Entry of this amendment and allowance of this application are respectfully requested.

Respectfully submitted,



RICHARD F. JAWORSKI

Reg. No. 33,515

Attorney for Applicants

Cooper & Dunham LLP

Tel.: (212) 278-0400